

12.1.12 Editors - Geometry Nodes Editor - Header - Add Menu - Instances

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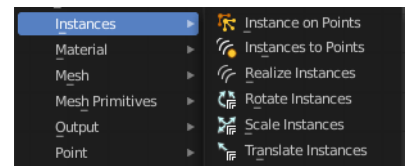
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Add menu - Instances



Instance on Points

Instances geometry on points.

Inputs

Points

Standard points input.

Instance

Instance input.

Pick Instance

Not documented yet.

Rotation

The initial rotation.

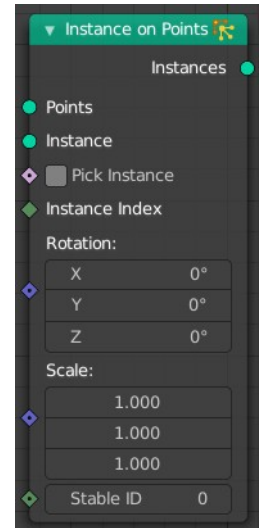
Scale

The initial scale.

Output

Instances

Instances output.



Instances to Points

This node takes a geometry set with instances as input, and outputs points located on the origins of the top level of instances in the geometry set (not nested instances). It also has position and radius inputs to allow overriding the default, and a selection input to only generate points for some instances.

Inputs

Instances

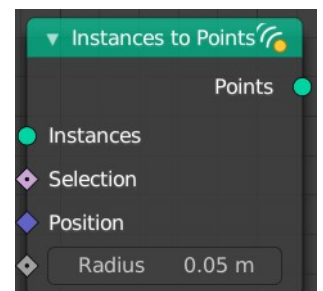
Instances input.

Selection

A selection of the instance.

Position

The position of the instance.



Radius

The radius of the points.

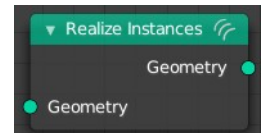
Output

Instances

Points output.

Realize Instances

Makes the instances in the geometry input real. This means each instance becomes its own object.



Inputs

Geometry

Geometry Input.

Outputs

Geometry

Geometry outputs.

Rotate Instances

Rotates the instances of a geometry.

Inputs

Geometry

Standard geometry input.

Selection

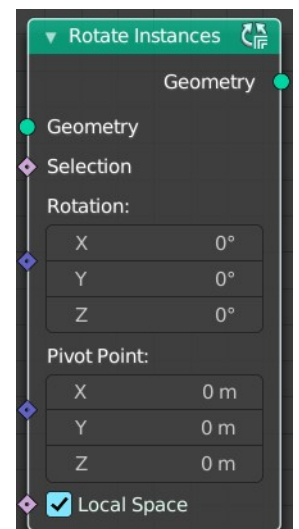
A selection of the geometry.

Rotation

The initial rotation.

Pivot Point

The pivot point position to rotate around.



Local Space

Rotate in world space or in Local Space of the object.

Output

Geometry

Standard geometry output.

Scale Instances

Rotates the instances of a geometry.

Inputs

Geometry

Standard geometry input.

Selection

A selection of the geometry.

Scale

The initial scale.

Center

The pivot point position to scale around.

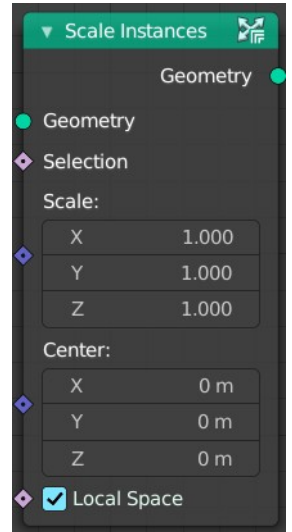
Local Space

Rotate in world space or in Local Space of the object.

Output

Geometry

Standard geometry output.



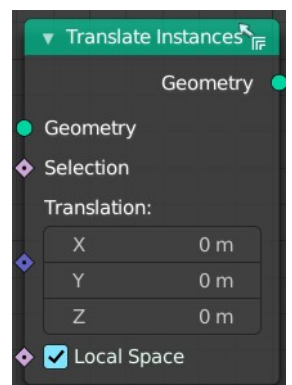
Translate Instances

Rotates the instances of a geometry.

Inputs

Geometry

Standard geometry input.



Selection

A selection of the geometry.

Translation

The amount to move.

Local Space

Rotate in world space or in Local Space of the object.

Output

Geometry

Standard geometry output.